Virtualization Software Standard

EA Technology Standard TRM 4.17.865.001

Status: Pending Approval

Analysis: (Virtualization Overview, EA TRF, Gartner and Burton Reports)

Effective Date: Nov 1, 2009 Next Review Date: Nov 1, 2010

Approved By: Enterprise Architecture Standards Workgroup

Introduction

The need for an Enterprise License Agreement (ELA) for virtualization software has many business drivers. The business drivers identified by the Office of the Chief Information Officer (OCIO) include:

- Data center consolidation;
- Reduction in the number of physical servers in the data centers;
- Reduction in energy utilization by servers;
- Faster server deployment and provisioning;
- Standardization of server, operating system, and virtualization software environments, and;
- Overall reductions in capital and operating expenses.

The virtualization environment has been selected on the premise that management tools and integration with existing infrastructure is properly supported for the State server environments.

Standard

The standard virtualization operating environment for the State includes the following environments from VMware and Microsoft

- VMware Infrastructure, Enterprise Edition:
- VirtualCenter Server (including VMware Converter, Enterprise)
- Microsoft Windows 2008 Hyper-V
- Microsoft System Center Virtual Machine Manager 2008

Authorities

Governor's Reorganization Plan Statutory Provision SEC. 17. Section 11545 of the Government (b) The duties of the State Chief Information Officer shall include, but are not limited to, all of the following: (2) Establishing and enforcing state information technology strategic plans, policies, standards, and enterprise architecture.

Implementation:

The virtualization standard environments and associated tools are to be used for the creation of planned X86 based virtual environments for the State. Exceptions to these standards will generally not be granted but can be applied through the EA compliance exception process outlined in the Enterprise Architecture Developers Guide.